

Fig. 1

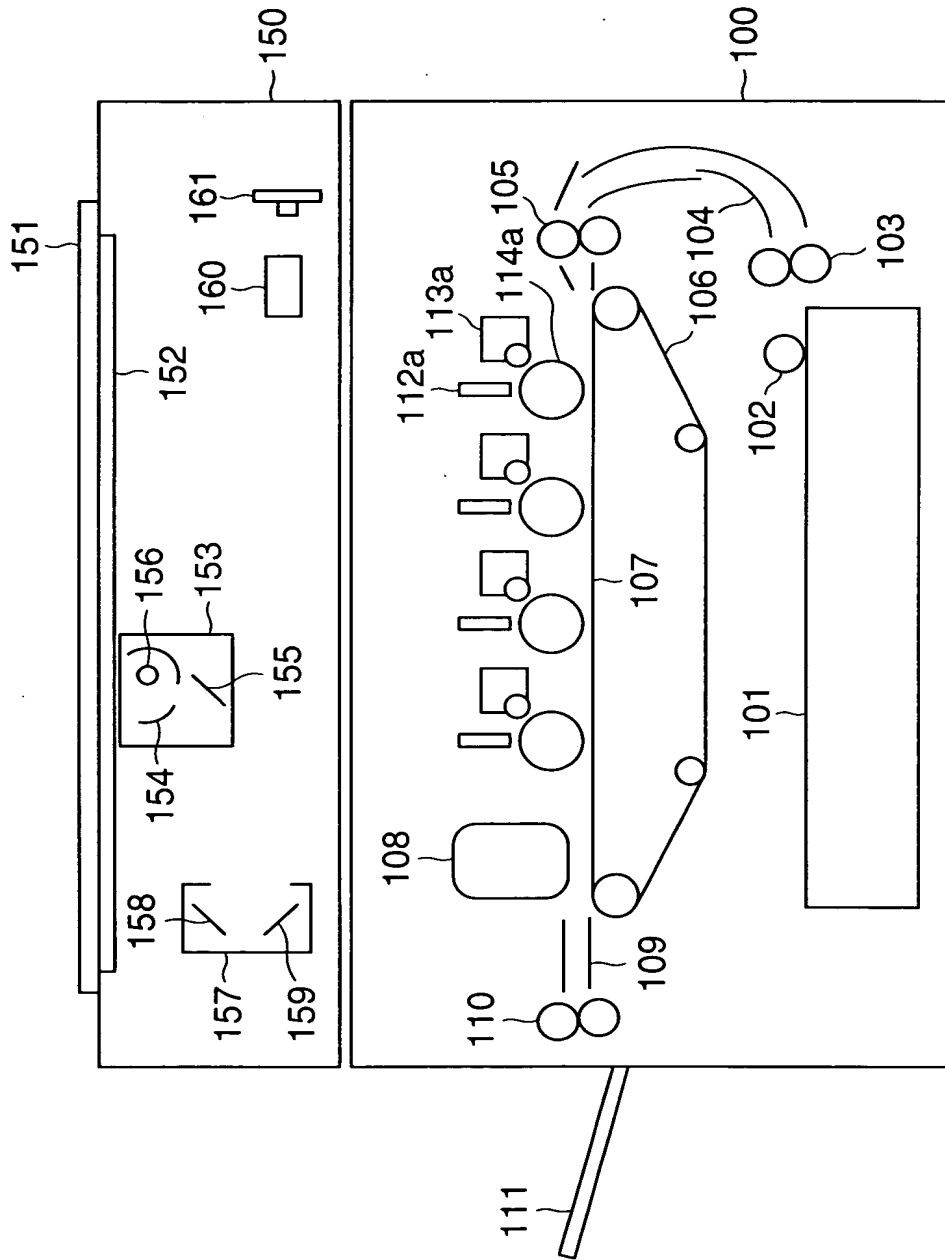
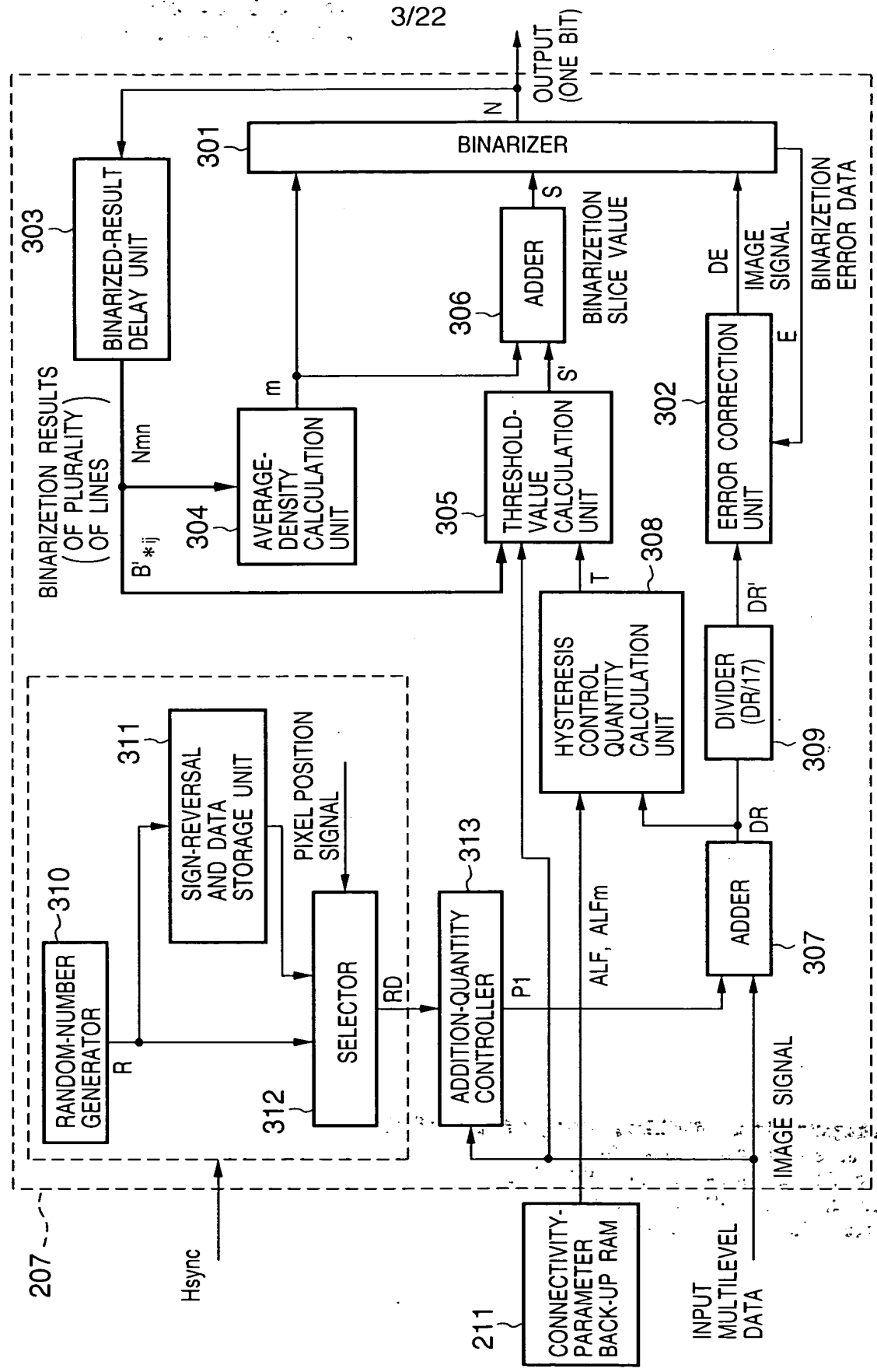


FIG. 3



4/22

FIG. 4

308

```
if( DR ≤ LR1){  
    || = 0;  
}  
else if( LR1 < DR && DR ≤ LR2 ){  
    || = ( DR - LR1 ) * ( ALF * 256 / ( LR2 - LR1 ) ) / 256;  
}  
else if( LR2 < DR && DR ≤ LR3 ){  
    || = ALF;  
}  
else if( LR3 < DR && DR ≤ LR4 ){  
    || = ALF - ( DR - LR3 ) * ( ALF * 256 / ( LR4 - LR3 ) ) / 256;  
}  
else{  
    || = 0;  
}  
T = || - ALFm
```

※ SETTINGS BY CPU

LR1 : CONSTANT(16)
LR2 : CONSTANT(48)
LR3 : CONSTANT(223)
LR4 : CONSTANT(225)

※ INPUT FROM BACK-UP
RAM 211

ALF : CONSTANT(32)
ALFm : CONSTANT(16)

09678297.100300

FIG. 5

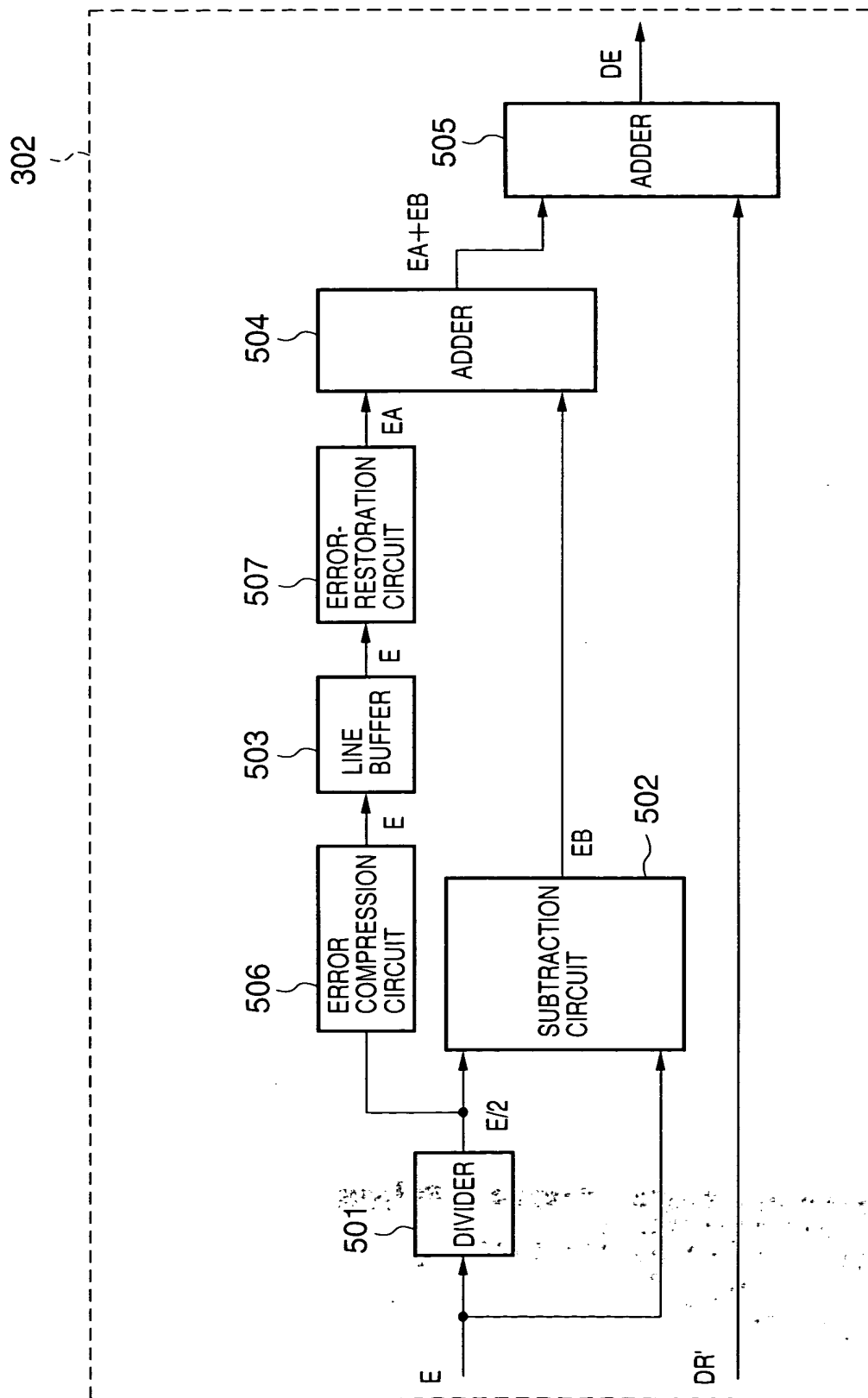


FIG. 6

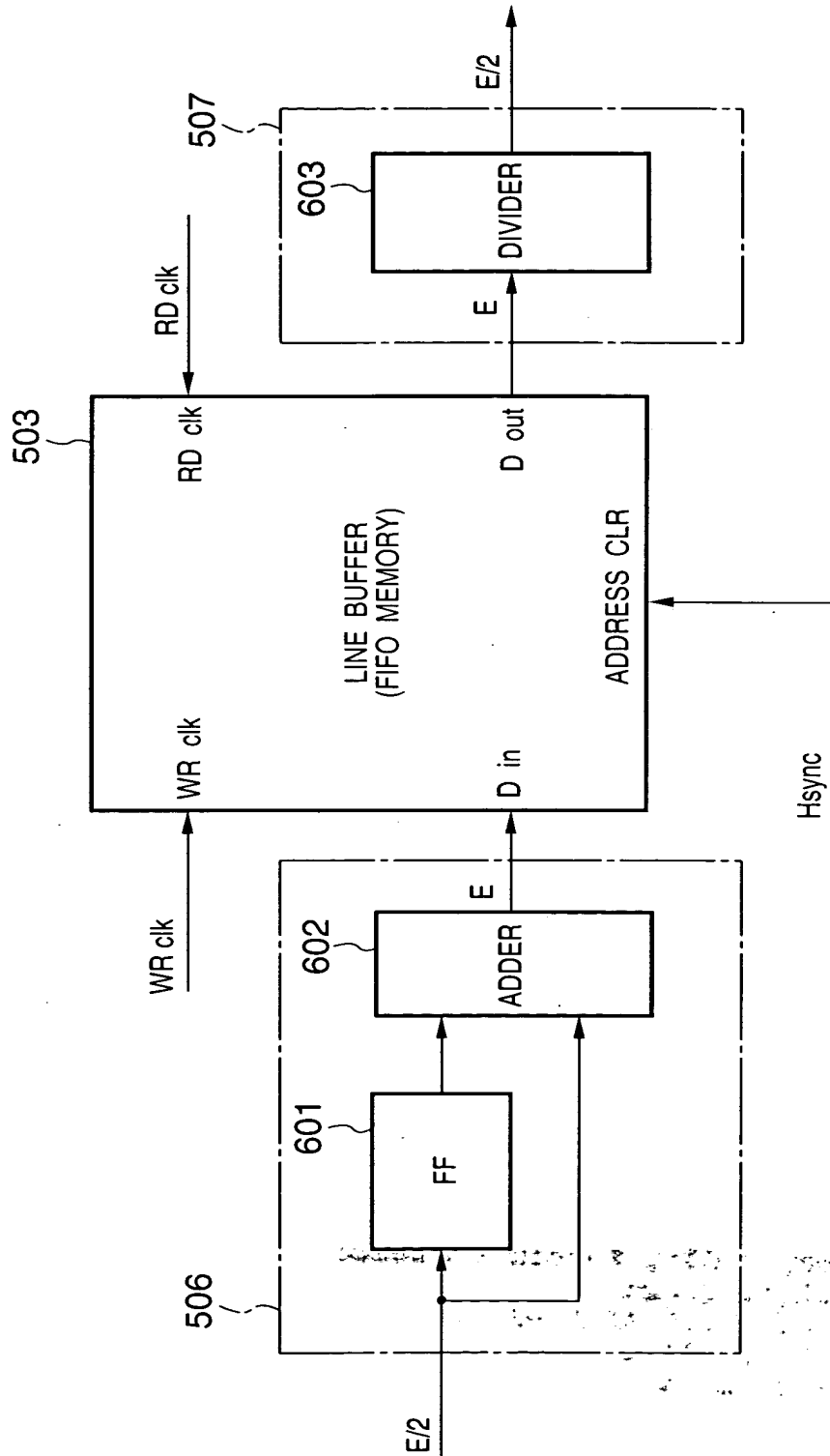
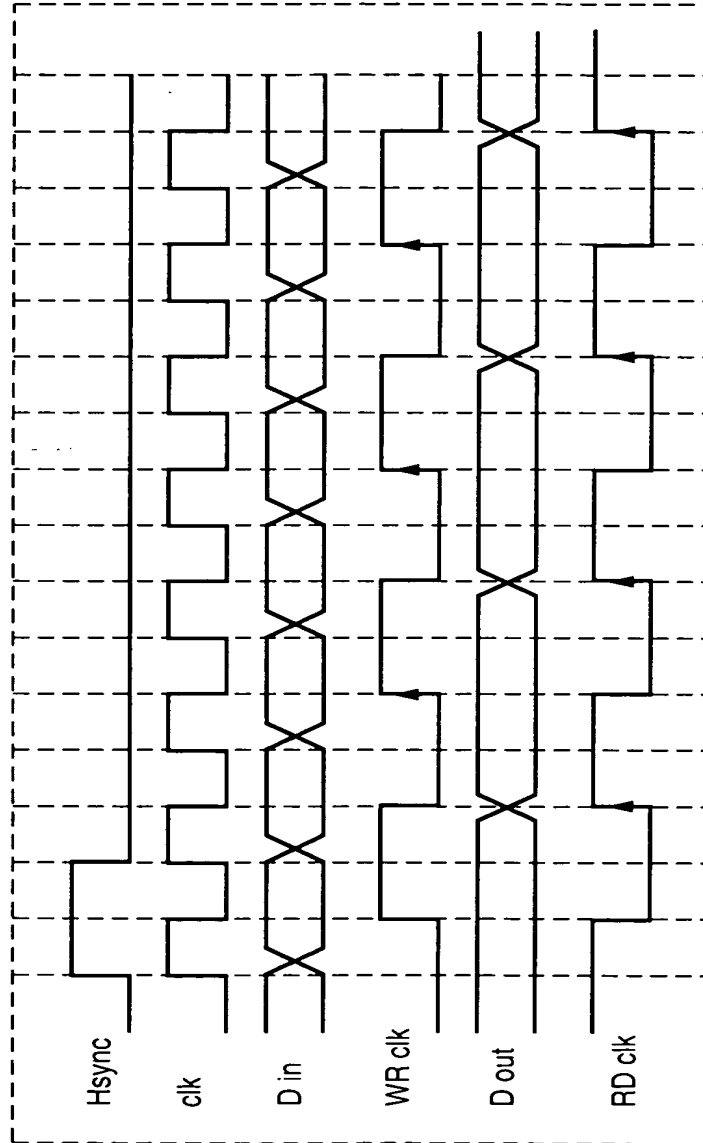


FIG. 7



8/22

FIG. 8

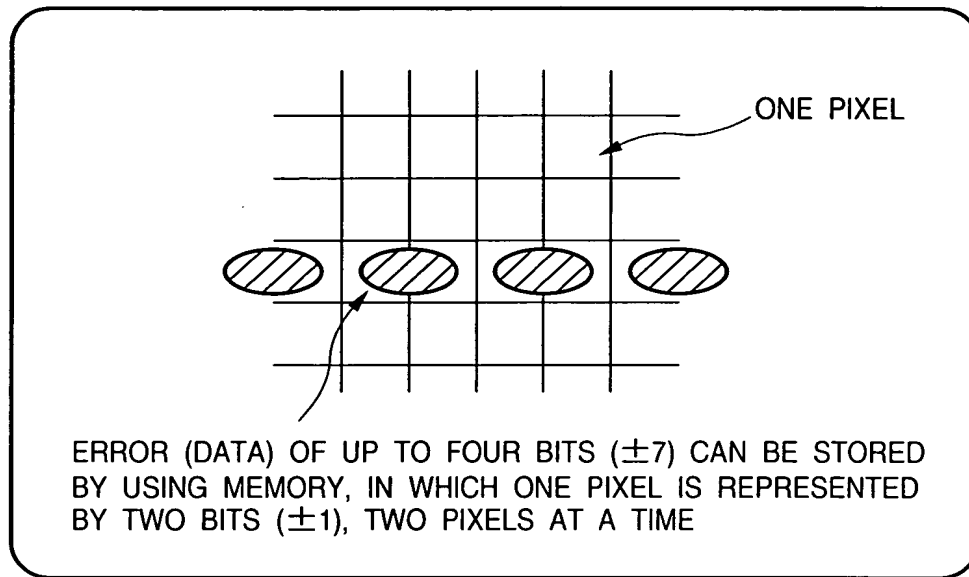


FIG. 9

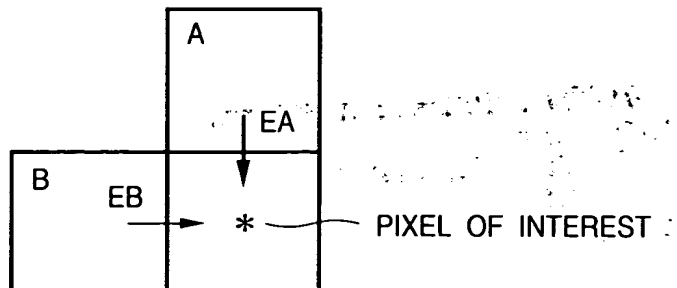
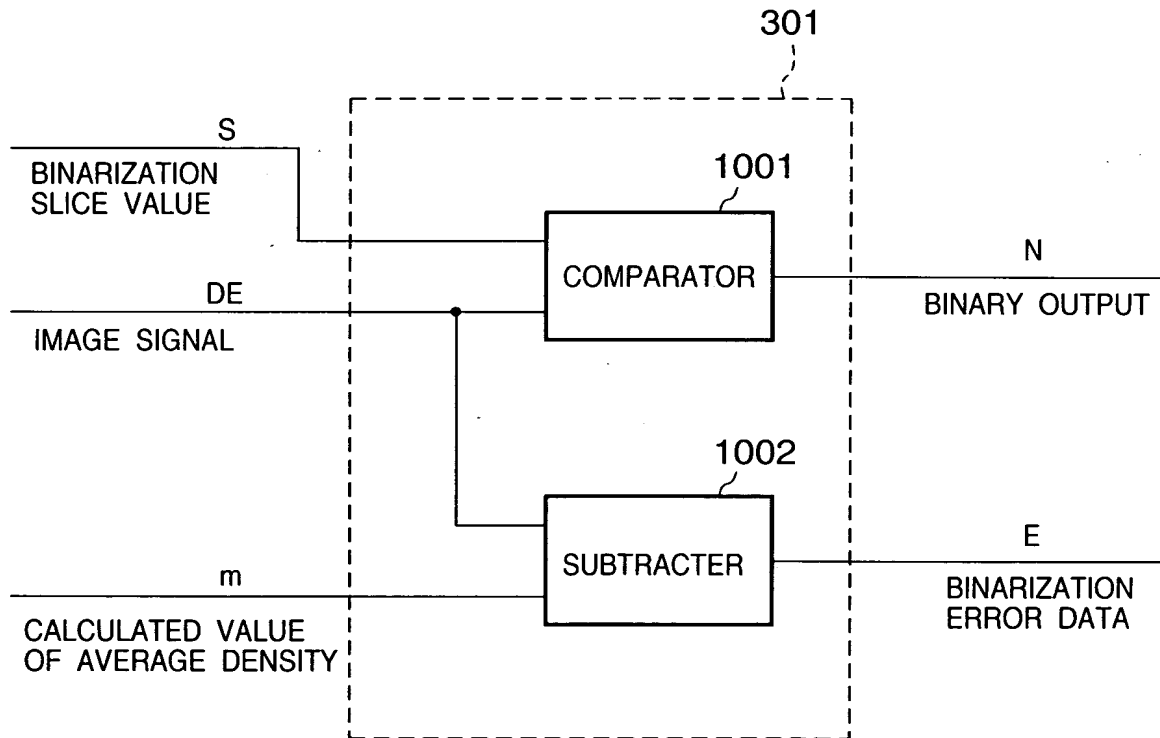


FIG. 10



00E00T 26282960

FIG. 11

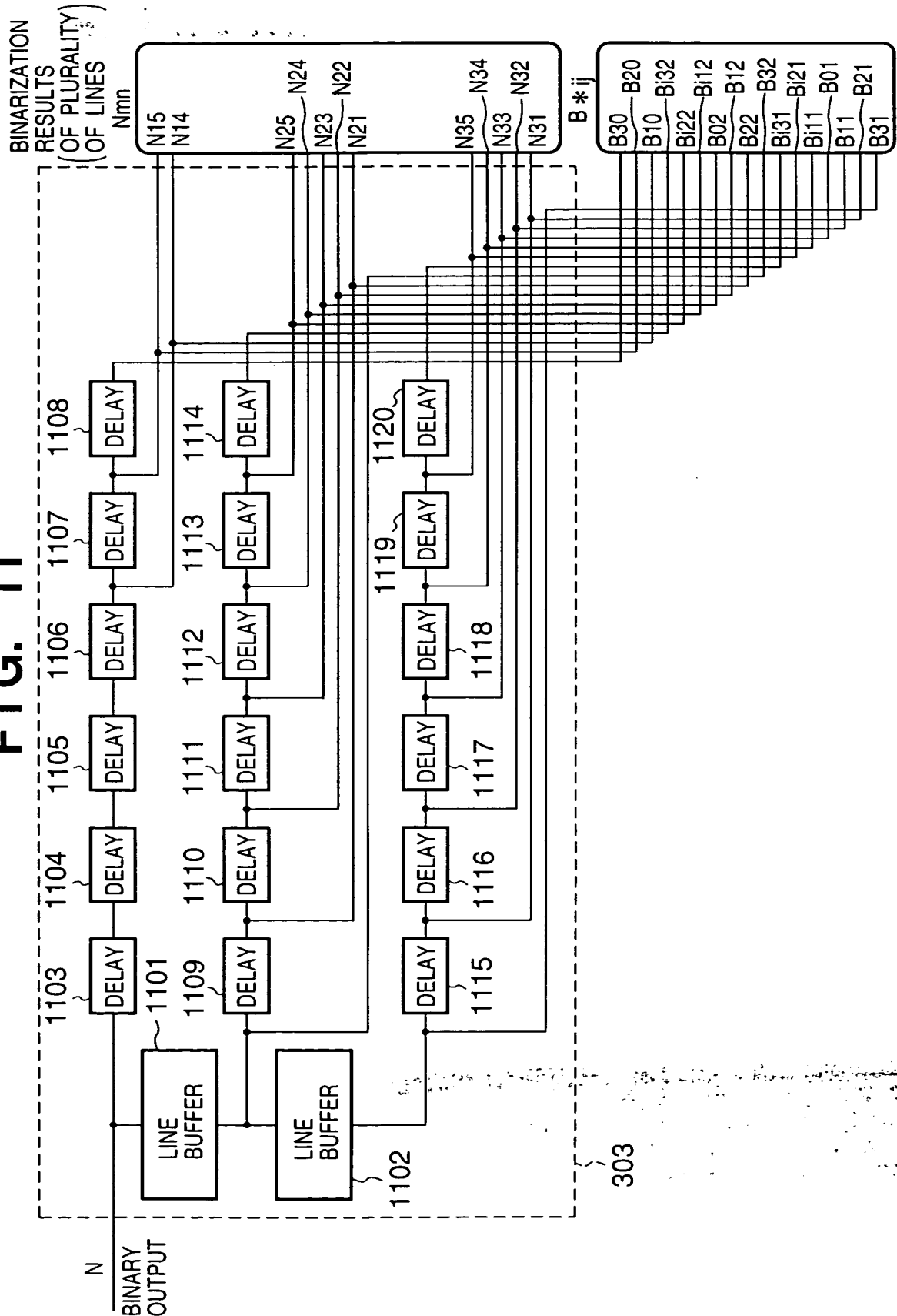


FIG. 12

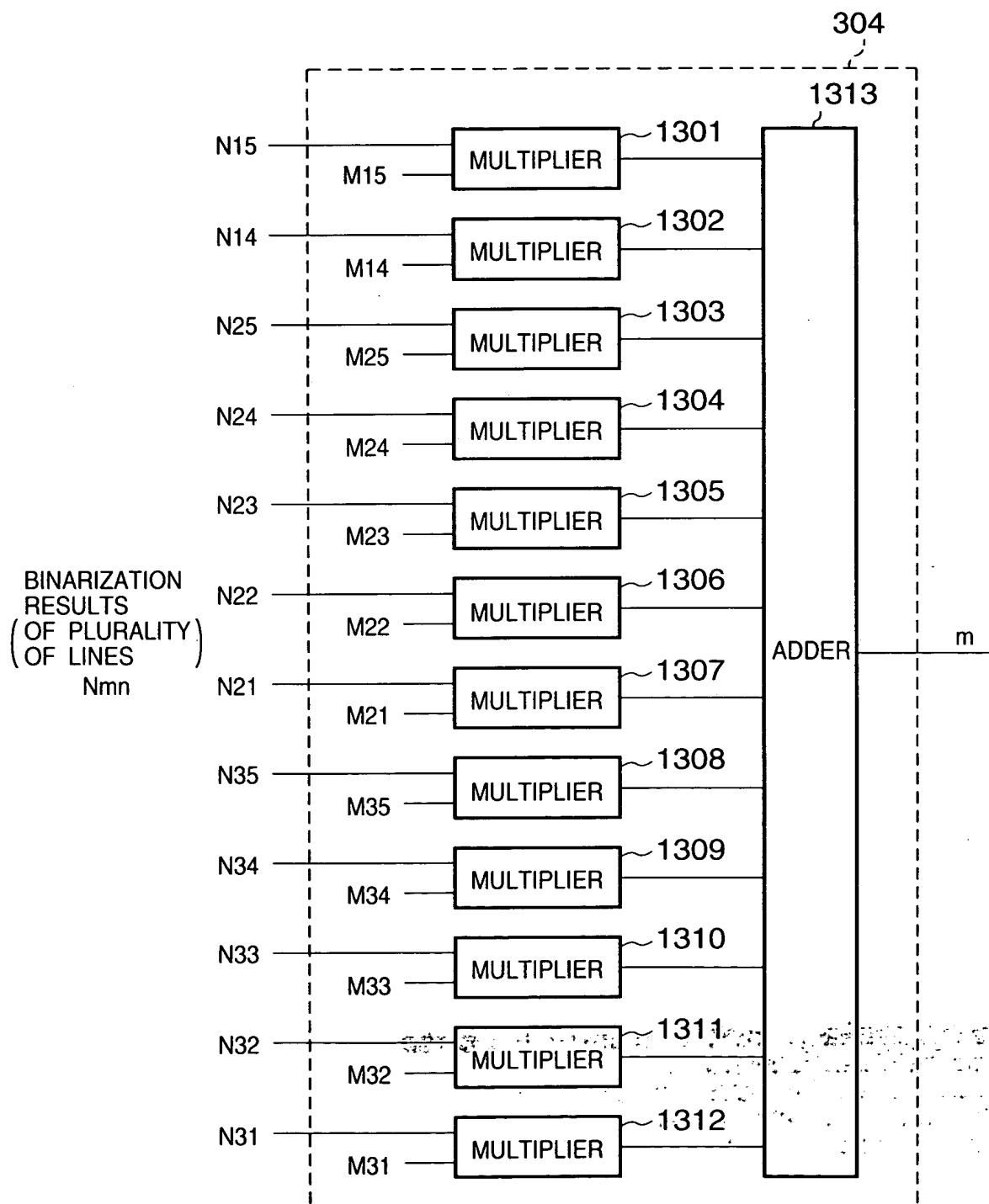
| | | | | |
|-----|-----|-----|-----|-----|
| N35 | N34 | N33 | N32 | N31 |
| N25 | N24 | N23 | N22 | N21 |
| N15 | N14 | | | |



PIXEL OF INTEREST

00E00T" /628/960

FIG. 13



FI

| | | |
|-----|-----|---|
| M35 | M34 | M |
| M25 | M24 | M |
| M15 | M14 | |



A diagram showing a grid of pixels. A single pixel is highlighted with a black border. An arrow points from the text "PIXEL OF INTEREST" to this highlighted pixel.

$$M_{35} = M_{34} = M_{32} = M_{31} = M_{25} = 0$$
$$M_{33} = M_{21} = M_{15} = 1$$
$$M_{24} = M_{22} = 2$$
$$M_{23} = M_{14} = 4$$

14/22

FIG. 15

305

```

A=T/LT1;
B=T/LT2;

if(B32==0 && B22==1 && B12==0 && B21==0 && B11==1 && B01==0){
    S'=15;
}
else if(Bi12==0 && Bi22==1 && Bi32==0 && B01==0 && Bi11==1 && Bi21==0){
    S'=15;
}
else if(B12==0 && B02==0 && Bi12==0 && Bi22==0 && Bi32==0
        && B11==0 && B01==0 && Bi11==1 && Bi21==0 && Bi31==0 && B20==0){
    if(D<31){S'=15;}
}
else{
    S'=0;
}
else if(B32==0 && B22==0 && B12==0 && B02==0 && Bi12==0
        && B31==0 && B21==0 && B11==1 && B01==0 && Bi11==0 && B20==0){
    if(D<31){S'=15;}
}
else{
    S'=0;
}
else if(B02==0 && Bi12==0 && B11==0 && B01==1 && Bi11==1 && Bi21==0 && B20==0){
    S'=-A;
}
else if(B02==0 || Bi12==0) && B11==0 && B01==1 && Bi11==1 && Bi21==0){
    S'=-B;
}
else if(B12==0 && B02==0 && B21==0 && B11==1 && B01==1 && Bi11==0 && B20==0){
    S'=-A;
}
else if(B12==0 || B02==0) && B21==0 && B11==1 && B01==1 && Bi11==0){
    S'=-B;
}
else if(B12==0 && B02==0 && B21==0 && Bi11==0 && Bi21==0 && B20==0){
    S'=-A;
}
else if(B12==0 && B02==1 && Bi12==0 && B21==0 && B11==1 && B01==0){
    S'=-B;
}
else{
    S'=0;
}

```

※

LT1 : CONSTANT(2)
 LT2 : CONSTANT(4)
 LT3 : CONSTANT(8)
 LT4 : CONSTANT(16)

00E00T" / 628 / 960

FIG. 16

| | | | | | | |
|-----|-----|-----|-----|-------------------|------|------|
| B32 | B22 | B12 | B02 | Bi12 | Bi22 | Bi32 |
| B31 | B21 | B11 | B01 | Bi11 | Bi21 | Bi31 |
| B30 | B20 | | | PIXEL OF INTEREST | | |
| | | | | | | |

FIG. 17

306

```

if(S'==15){ S = S'; }
else{      S = S' + m; }

```

FIG. 18

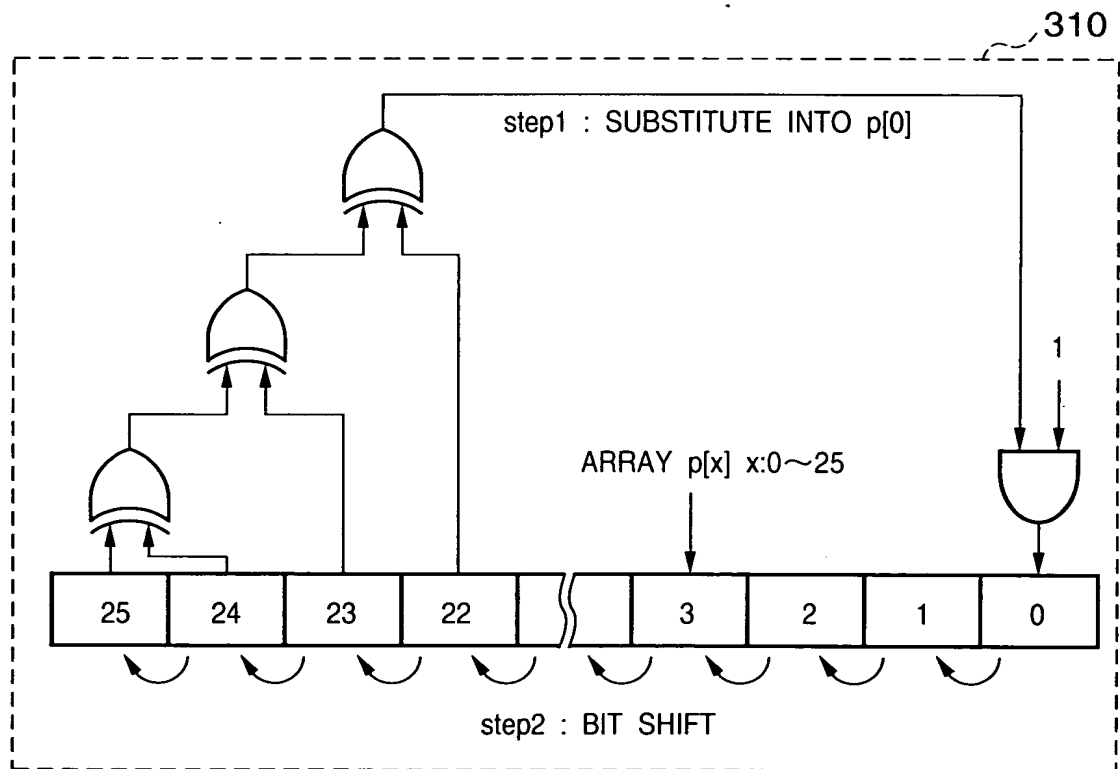


FIG. 19

310

INITIALIZATION

```
for(ii = 25; ii ≥ 0; --ii){p[ii] = 0; }
p[12] = 1;
```

RANDOM-NUMBER GENERATION

```
p[0] = ( (p[25]^p[24]^p[23]^p[22]) & 1);
for(k = 24; k ≥ 0; --k){
  p[k+1] = p[k];
}
```

```
RANDOM NUMBER = (1-2 * p[22]) * (((p[15] * 64+p[16] * 32+p[17] * 16
+p[18] * 8+p[19] * 4+p[20] * 2+p[21]) * 17)/128);
```

GENERATED RANDOM NUMBER
 $-17 \leq \text{RANDOM NUMBER} \leq 17$

00E00T' 6287960

FIG. 21

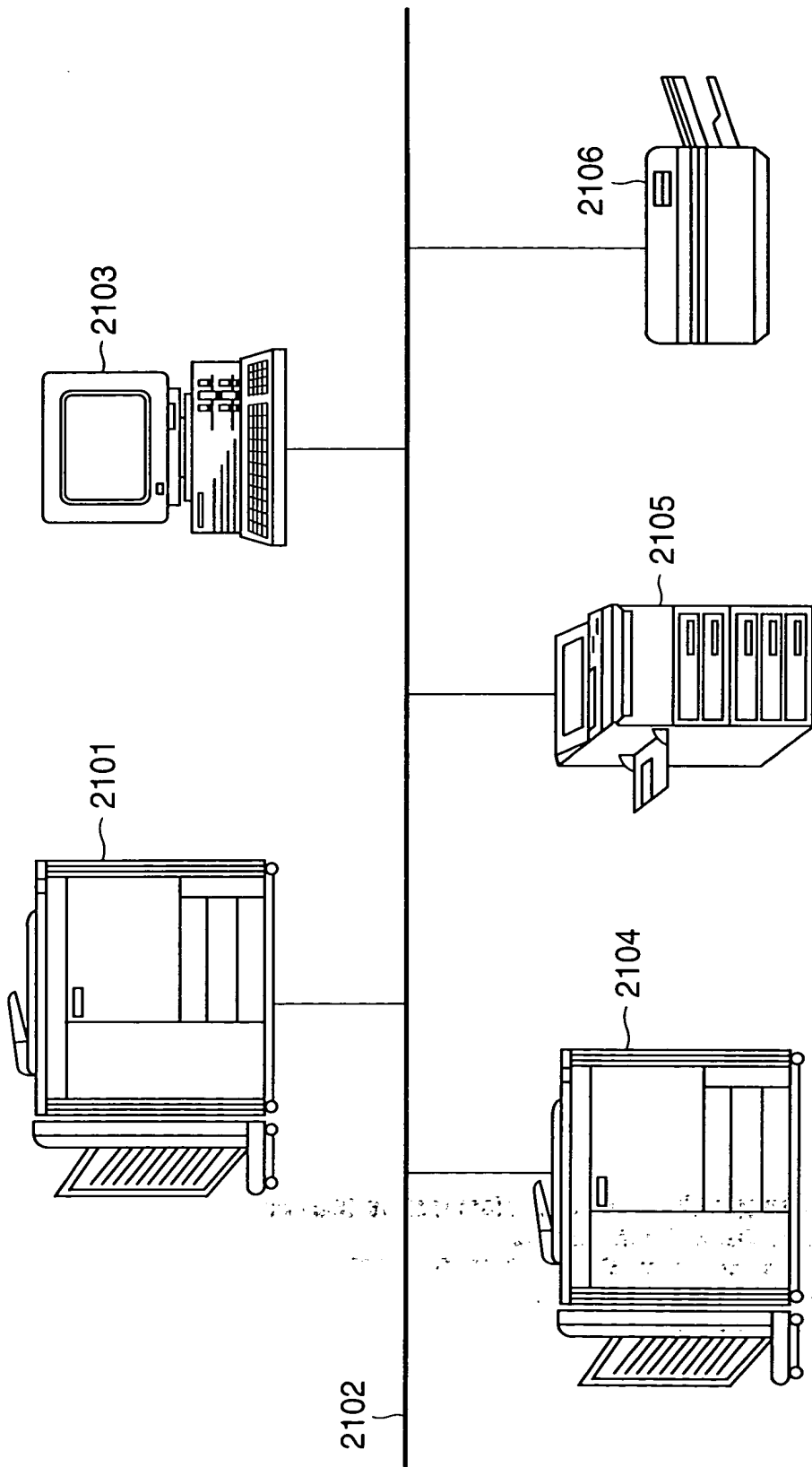


FIG. 22

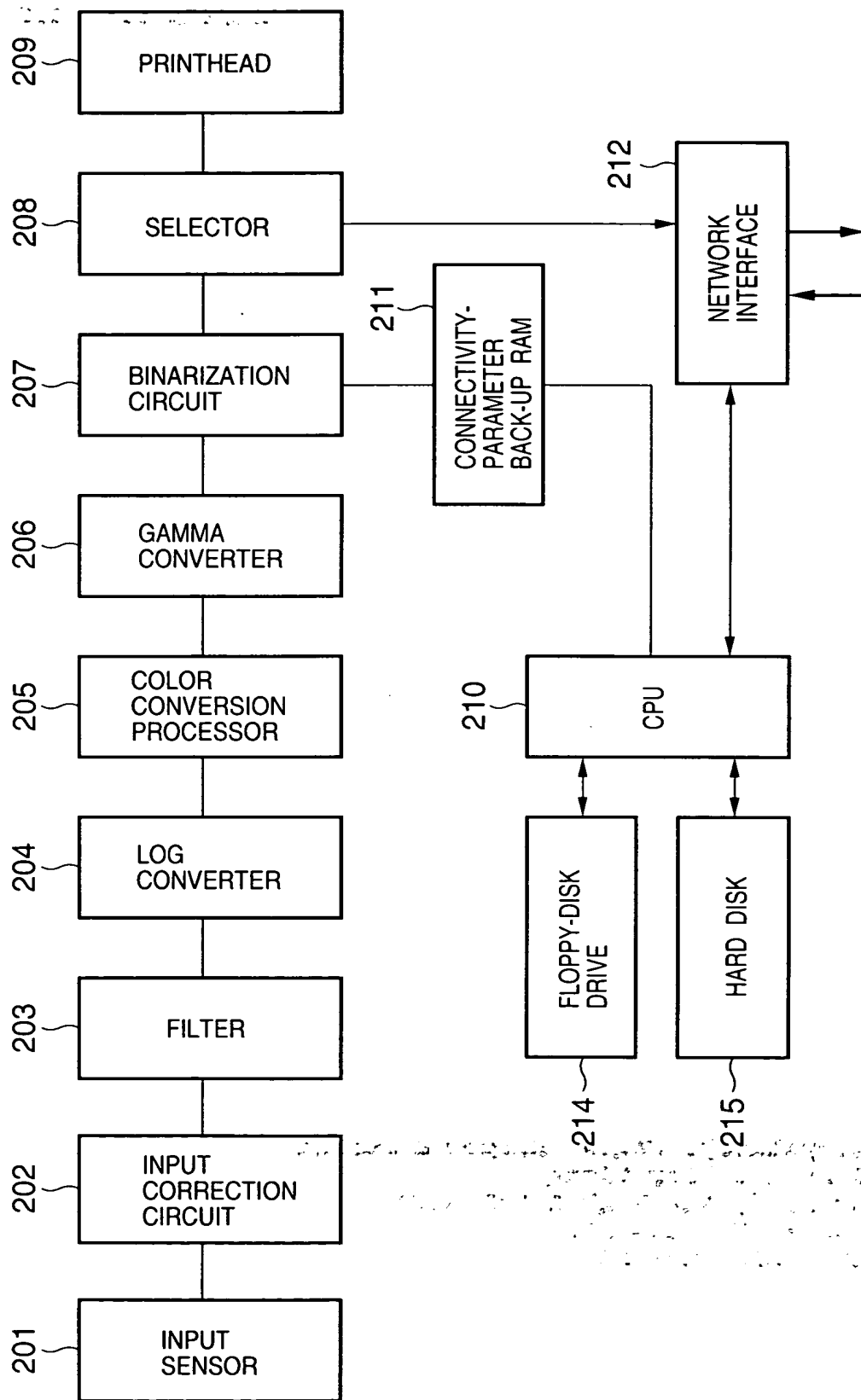


FIG. 23

